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WinEDT User Manual

WINEDT USER MANUAL 2

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Introduction

WinEDT is a program to create, schedule and send messages to our LED displays.

Installing the Software

1. Make sure you have administrative privilege or login before you install the program for window 2000 or XP user.
2. Put the installation CD into the CD rom
3. Browse your CD rom drive by clicking into "My Computer" on your Desktop or Start menu. (or auto startup, then skip to step 6).
4. Double click into CD rom.
5. Double click on setup.exe
6. Click Next, it will ask what folder you want it to save to. Leave the default setting.
7. Click Next, it will then ask what name you will like to use on your program menu. Leave the default setting.
8. It will start the installation and give you a message telling you that it is successfully installed.
9. Then it will ask you if you want to search a port and configure WinEDT communication settings automatically.

    a) Choose a connection type,

    - Select "Direct Link" if you are using RS-232, RS-485, etc.
    - Select "Use Modem" if you are using telephone modem to dial up.
    - If you are using internet connection, click "Exit".

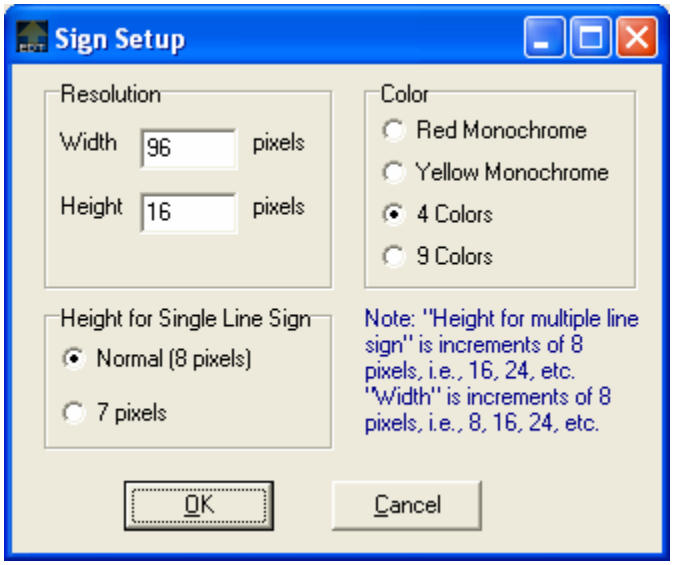
    b) Click "Search" to search which com port the sign is connected to and auto-setup.
    c) Click "Exit" after you see search result finished.

10. Then it will give you a message telling you that it is successfully installed.
11. Next, setup Sign configuration, such as the resolution, color and single line height, before starting to run WinEDT.

Setup Sign Configuration

1. Go to "Start" – "Program Files" – "winEDT" – "winEDT" (or double click the "winEDT" shortcut

on your Desktop).
2. After opening WinEDT, select "File" – "Sign Setup" from the main menu.
3. Then you will see a screen below:



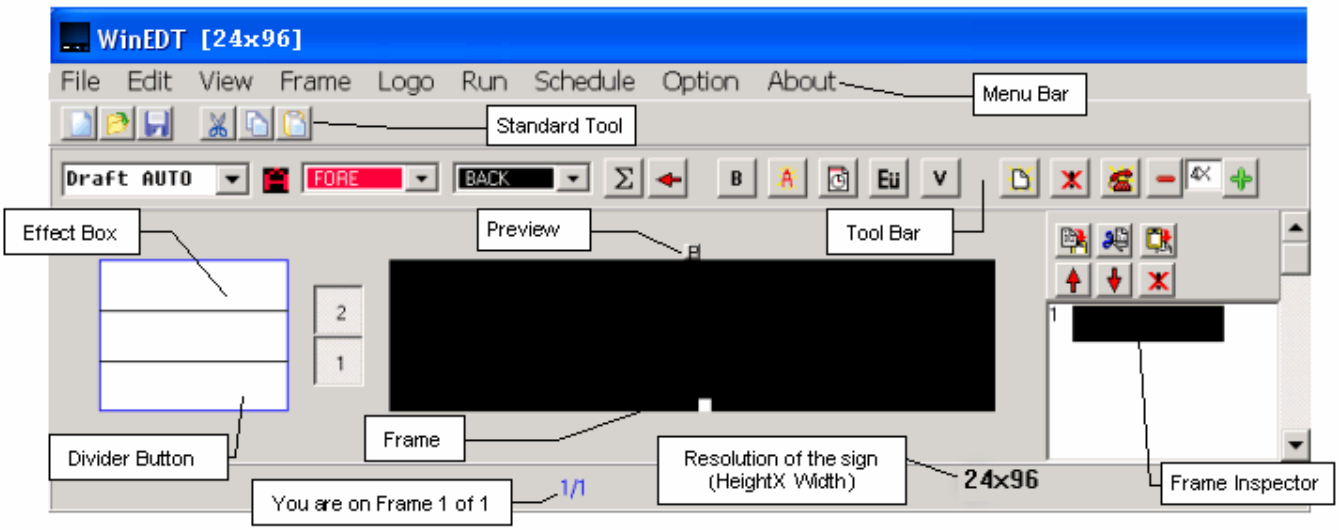
4. Set Resolution Height and Width matching the sign size. Set Width as increments of 8, i.e., 8, 16, 24, etc.
5. Set Color matching the sign color.
6. If you have a **single line sign**,

    1. If the **Height of Sign** is 7 pixels (dots), set **Height of Resolution** to 7 and go to **Height for Single line** to select 7 pixels for it.
    2. If the **Height of Sign** is 8 pixels (dots), set **Height of Resolution** to 8 and go to **Height for Single line** to select 8 pixels for it.

7. If you have a **multiple line sign**, ignore "Height for Single line" because default is 8 pixels per line. For example, if you have a 2 line sign, set **Height of Resolution** to 16 pixels, i.e., increments of 8.
8. If you have multiple signs and every sign has different size or color, you can change the sign configuration for different signs when WinEDT is running.

Starting the Program

Go to "Start" – "Program Files" – "winEDT" – "winEDT" (or the "winEDT" shortcut on your Desktop).



Resolution of the Sign

Resolution of the sign is [Number of Pixels High] x [Number of Pixels Wide], i.e., H x W. It is shown on the top of the winedt program title and the right side of the bottom of the screen. The program title include Filename, WinEDT program name and resolution. For example, “HI.S99 – WinEDT [24x96]”.

Setting Communication

There are three types of communications to send to the sign, use one type at a time:

1. Direct Link : use RS-232 (serial port), RS485.
2. Dialing Telephone: use a telephone modem.
3. Internet: use internet address and internet port to send.

Remember to check if the communication is set properly before sending to the sign.

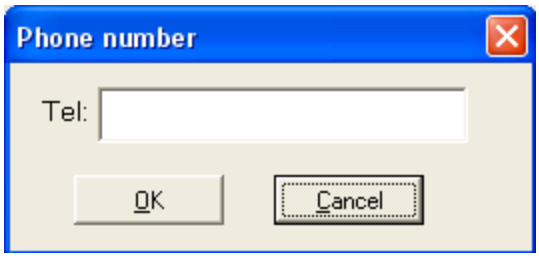
Direct Link

To use direct link, choose "Run" - "Direct Link" from the main menu. Then a communication settings dialog appears:

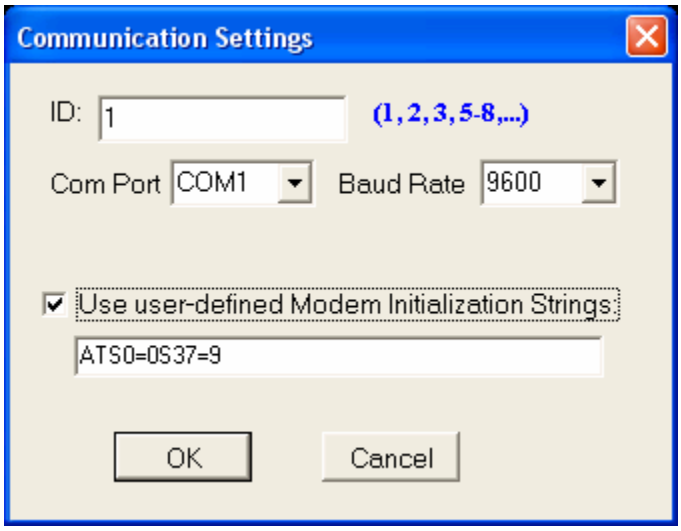
1. Set Sign ID number, default is “1”. If you have more than one sign, like 1 and 3, change it to “1, 3”.
2. Select a COM Port, default is “COM1”.
3. Select baud rate which is data transfer rate, default is 9600.
4. Click OK.

Dialing Telephone

If you choose "Run" - "Use Telephone Modem" from the main menu. Then fill the telephone number below and click OK.



Then a communication settings dialog appears below.



1. Set Sign ID number, default is “1”. If you have more than one sign, like 1 and 3, change it to “1, 3”.
2. Select a COM Port, default is “COM1”.
3. Select baud rate which is data transfer rate, default is 9600.
4. Program has default modem initialization string is "ATS0=0S37=9" and "Use user-defined modem initialization strings" is unchecked. If you want to set your own initialization string for modem,

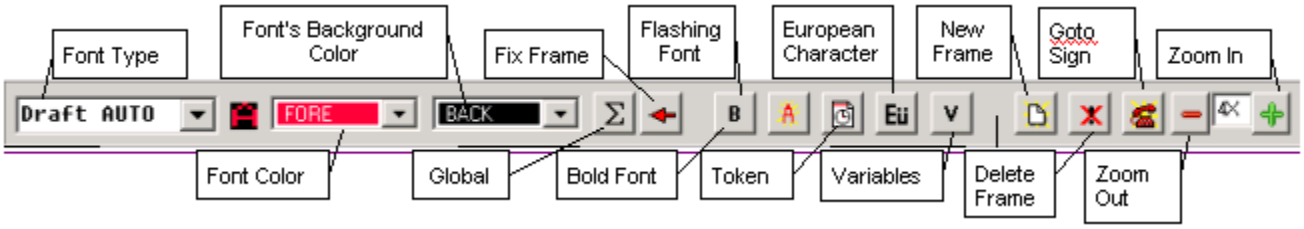
    a) Check the box "Use user-defined modem initialization strings"
    b) Change one-line initialization string. (Note: Program automatically saves the string to a file “InitStr.txt” and loads it as the string.)
    c) Click OK. Then program will use your own initialization string for modem.

Internet

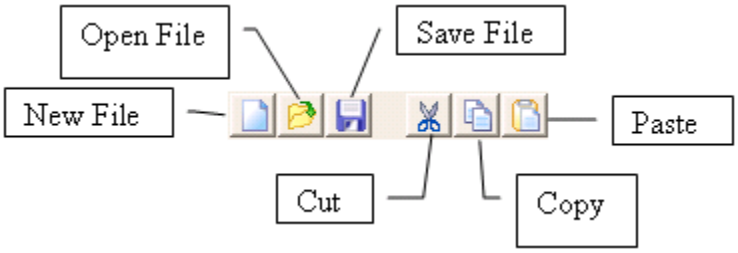
Contact your network administrator to get an available Internet IP address and Internet Port before setting Internet communication. To use internet, choose "Run" - "Use Internet" from the menu. Then a communication settings dialog appears:

1. Set Sign ID number, default is 1. If you have more than one sign, change it.
2. Set Internet IP address, such as "192.168.0.100".
3. Set Internet IP port, such as "4200".
4. Click OK.

Tool Bar



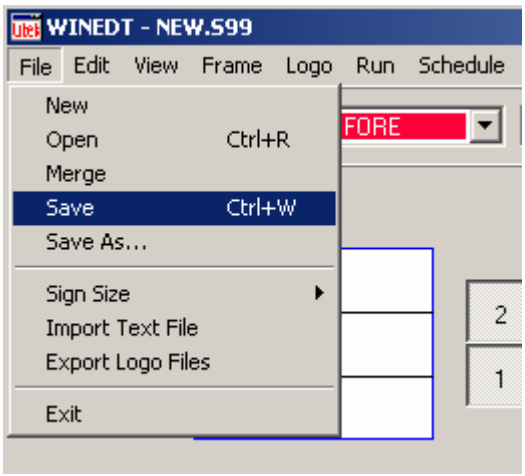
Standard Tool

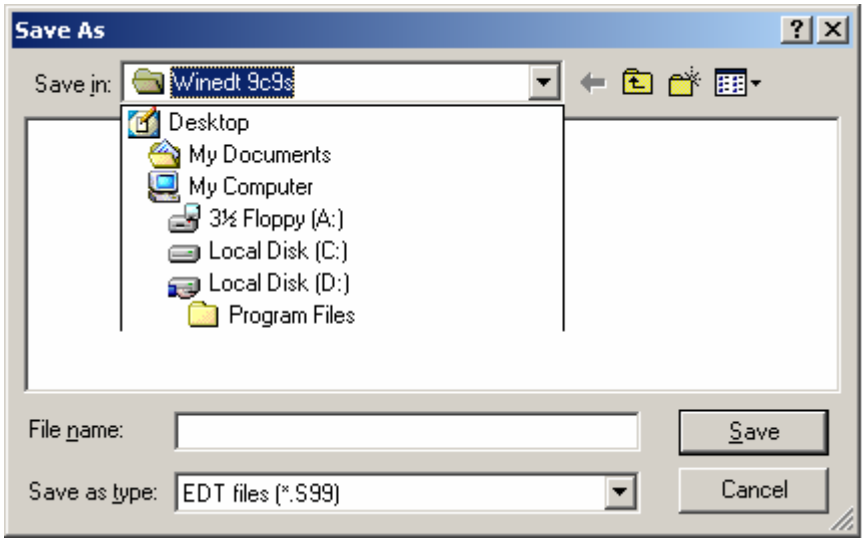


Standard tool provides easy access to access files and text editing. See below for the function of each icon. To enable it, check “View” - “Standard Tool” from the main menu. To disable it, uncheck “View” - “Standard Tool”.

Saving Message

Save your message when you change messages and prior to sending messages to prevent from data loss.





If you want to save it as a new file, you do "Save As". If you want to replace an existing file, please do "save".

1. Click on "File" located on Menu Bar
2. Click on "Save"
3. A "Save As" window will pop up, select the location you want to save
4. Give a file name for the message at "File Name:" text box
5. Click "Save".

Creating Message

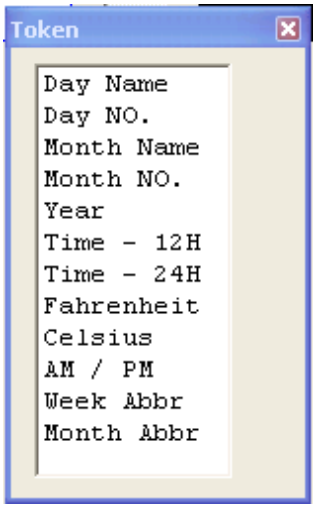
Creating Text Message

Creating Text

1. Click on anywhere within the black frame. The White Mouse Cursor should either be on line 1, 2 or 3 depending on which line you click. Note: When the program starts, cursor begins at line 1 which is the bottom line.
2. Type the message you will like to display on your sign. For instance, type "Hello" on Line 1.

Adding current date, time or temperature

To show current day, month, year, time or temperature, click **Token** on toolbar.



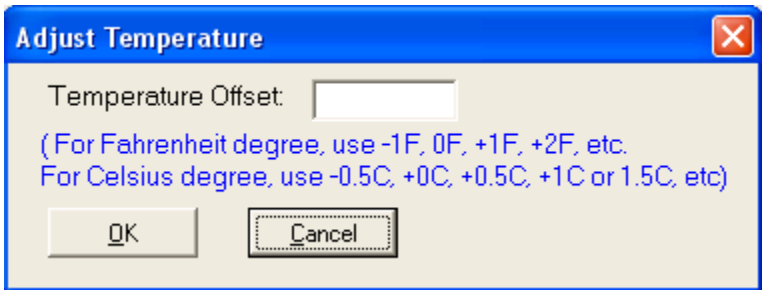
For instance, if you want to show the temperature in Celsius, first click on the Token Button and a new Token screen will be shown in the above figure. Click on Celsius from the Token screen and "+25.C" will appear in the frame. The temperature shown in the frame does not reflect the actual temperature. The actual temperature will be read from the temperature probe on the actual sign itself.

Description of 12 Tokens:

- **Day Name**: current weekday, exact 9 characters such as " Sunday ".
- **Day NO.**: current day of month, exact 2 characters such as "25" .
- **Month Name**: current month, exact 10 characters, such as "September ".
- **Month No.**: current umber of Month, exact 2 characters, such as "11" for November.
- **Year**: Current year, fixed 4 characters such as "2004".
- **Time - 12H**: current time in 12 hour format, exact 5 characters, such as "10:45".
- **Time - 24H**: current time in 24 hour format, exact 5 characters, such as "17:37".
- **Fahrenheit**: current temperature in Fahrenheit degree, exact 6 characters, such as "+ 75.F".
- **Celsius**: current temperature in Celsius degree, exact 6 characters, such as "+ 25.C".
- **AM/PM**: time in "pm" or "am". exact 2 characters.
- **Week Abbr**: abbreviation of current weekday, exact 3 characters, such as "SUN" for Sunday.
- **Month Abbr**: abbreviation of current month, exact 3 characters, such as "OCT" for October.

Adjusting Temeprature

To adjust temperature shown on the sign display, go to "Option" - "Adjust Temperature" from the main menu.


Adjust Temperature
Temperature Offset:
(For Fahrenheit degree, use -1F, 0F, +1F, +2F, etc.
For Celsius degree, use -0.5C, +0C, +0.5C, +1C or 1.5C, etc)
OK
Cancel

You can use either Fahrenheit degree or Celsius degree. To adjust temperature, follow procedures below:

1. Reset the temperature to be the same as the actual temperature. The actual temperature will be read from the temperature probe on the actual sign itself.
   Reset Temperature Offset as "0F" or "0C" in above dialog, then press OK to send to the sign.
2. Set the non-zero temperature offset.
   - For Fahrenheit, increment or decrement by an integer.
   - For Celsius, increment or decrement by multiples of 0.5.
3. Press OK to send.

Adjusting Date Names

Set Date Name is to adjust the current weekday and month to different languages or space adjustments, i.e., modifying the text display of the tokens for Day Name, Month Name, Week Abbr, Month Abbr and the separator between hour and minute.

1. Before setting date name, you have to create an ASCII file with extension name ".DNS". The file includes exact 241 characters (bytes) and its format is listed below. You can copy "DateName.DNS" in the program folder to "DateName2.DNS" and modify "DateName2.DNS". To modify value for Tokens,

   - **Month Abbr.**: Character 0 to 35, starting from January, each month has 3 characters.

     E.x., Character 0-2 is 'JAN' for January. Character 33-35 is "DEC" for December.

   - **Week Abbr.**: Character 36 to 56, starting from Sunday, each weekday has 3 characters.

     E.x., Character 36-38 is 'SUN' for Sunday. Character 54-56 is "SAT" for Saturday.

   - **Month Names**: Character 57-176, starting from January, each month has 10 characters. For month names shorter than 10 characters, surround the name with space characters so that it is 10-character field.

     E.x., Character 57-66 is ' January ' for January. Character 77-86 is ' March ' for March.

   - **Day Names**: Character 177-239, starting from Sunday, fixed 9 characters each. For day names shorter than 9 characters, surround the name with space characters so that it is 9-character field.

     E.x., Character 177-185 is ' Sunday ' for Sunday. Character 231-239 is ' Saturday ' for Saturday.

   - Character 240 is **Hour/Minute Separator**, like ':' (colon).

2. Choose "Option" - "Set Date Name" from the menu.
3. Browse a file, like "DateName.dns".
4. Click "OK".

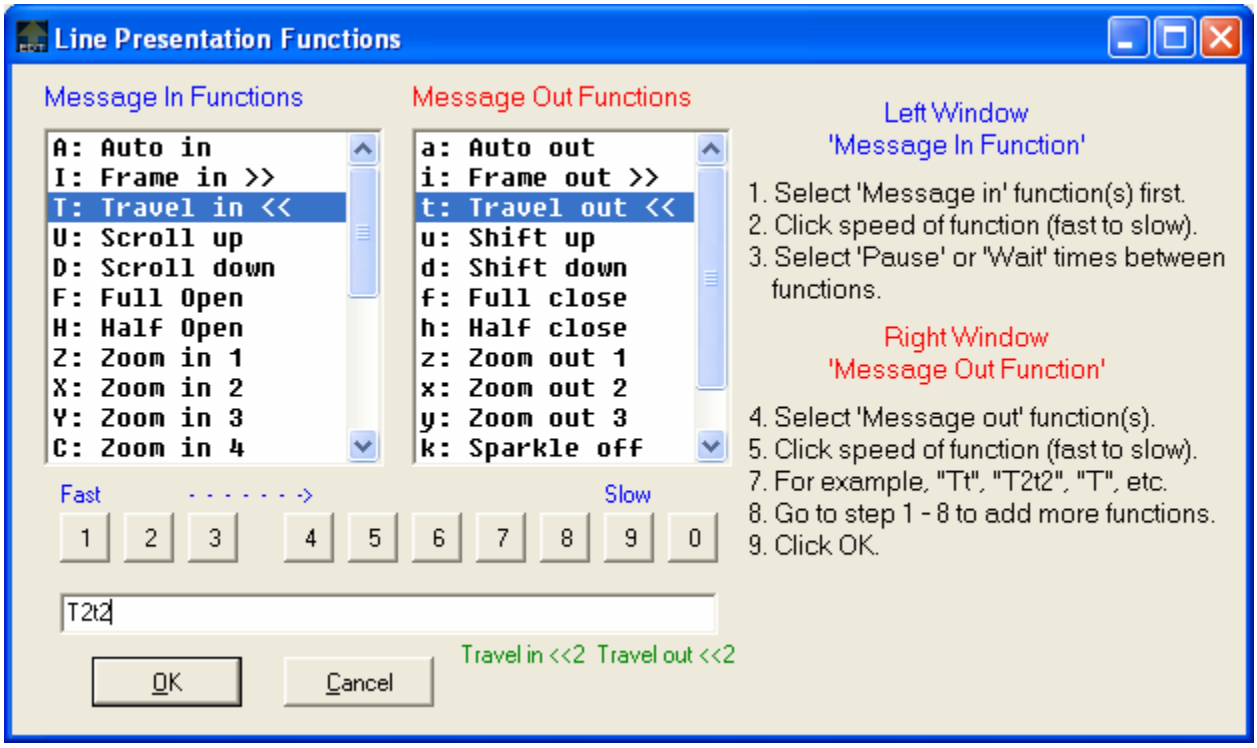
Using Bold

1. The "Bold button" is located on Tool Bar. It allows your text to appear thicker. For instance, let say that you want the "Hello" to be bold.
2. Click on the "H" of "Hello" and while holding down the mouse button, drag the mouse cursor to highlight "Hello".
3. To make "Hello" bold, click on the Bold Button. The word "Hello" will now bigger and thicker.

Using Flash

1. The "Flash button" is located on Tool Bar. The Flash Button allows your text to blink on and off. For instance, let say that you want the "Hello" to be blink.
2. Click on the "H" of "Hello" and while holding down the mouse button, drag the mouse cursor to highlight "Hello".
3. To make "Hello" flash, click on the Flash Button. The word "Hello" show up with vertical gray lines going across it. This signifies that "Hello" will flash when it is previewed or when it is shown on the sign.

Creating Dynamic Text Effect



1. Click on the Effect Box for line 2. "Line presentation functions" window would popup. In this window, you can determine how the text message appears on the sign.
2. Click on the effect you like the message to appear under "Message in Functions". For instant, click on "Travel In <<", the text "Hello" will travel in from the right to left of the sign. Note that there are approximately 22 text effects.
3. After choosing an effect, you choose a speed for the effect. Click numbers on the bottom of the screen. 1 is the fastest. **For a sign with height equal to or larger than 16, you have 9 speed**

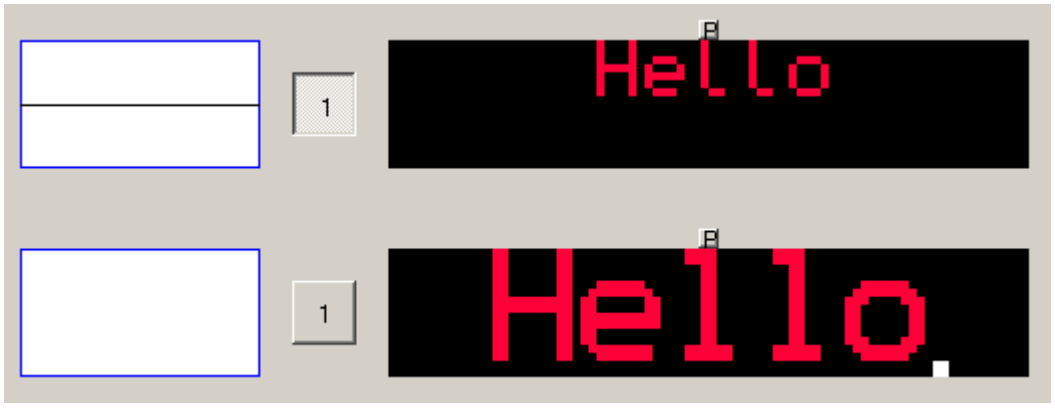
levels (1 to 9) to select and 9 is the slowest. For a sign with height equal to 7 or 8, you have 3 speed levels (1 to 3) to select and 3 is the slowest. 1 to 0 only apply to certain effect which has either (minutes or seconds).

4. "Message out functions" is how you want a message to disappear.
5. If you want your message to stay on the screen for a while after it has appeared. You can use the pause or wait function. For example, you may want your message to stay on the screen for 5 seconds before it appears. - Click on "Wait" under the "Message in Functions", and then click on the number of seconds to wait. For example, click on 5 if you want it to wait for 5 seconds.
6. The highest number of seconds you can specify for a wait is 9 seconds. If you need to wait for 10 seconds, first wait for 9 seconds and then wait for 1 second.
7. If you want your message to stay on the screen for minutes, choose "Pause" under the "Message in Functions". Then, specify the number of minutes to pause on the screen.
8. The highest number of minutes you can specify for each pause is 9 minutes. If you need to wait for 10 minutes, first wait for 9 minutes and then wait for 1 minute.
9. Click "OK" after you have selected Message in or/and Message out functions.

Using Global Effect

1. If you want both (Line 1) and (Line 2) to have the same effects, click on button on the Menu Bar.
2. Then you click on the green area to bring up the "LINE presentation functions". As you recall from "Creating Text Effects", you can select from 22 effects. After you have selected your desired effect, click on "OK".
3. Please note that (Effects Box for Line 2) will always supersede (Effects Box for Line 1).

Increasing Line Height



1. If you want the message that you have typed in to be two-line high instead of just one-line high. You can accomplish this by using the “Divider Button”. When the “Divider Button” is raised, the “Divider Button” disappears and (Line 1) becomes twice as high, while (Line 2) disappears. When the “Divider Button” is pressed, the “Divider Button” exists, and there will be two lines

available for entering text.

2. For instance, in the example of this page, we have typed "Hello" on (Line 1) and the “Divider Button” is depressed. If you left click on the (Divider Button), the (Divider Button) will become raised and the "Hello" text will be twice as high as it was before. If you want "Hello" back to its original size, just left click the (Divider Button) again, and the button will become depressed.

3. Please note that (Line 1) has precedence over (Line 2). If you have text on both (Line 1) and (Line 2) and you raise the (Divider Button), then the text on (Line 2) will disappear while the text on (Line 1) is twice as high.

4. If you have a logo that is two lines high, you can have the entire logo appear by inserting the logo on (Line 1) and making (Line 1) twice as high.

Left Adjusting Frame

To left-adjust lines, use fix frame.

The Fix Frame Button is located on the “Tool Bar”. This function allows your text to remain fixed on the left hand side of your sign. For instance, if you fix frame, your current text of “Hello World” will be shifted to the left hand side. Now, if you create a New Frame, a grey area will appear on the left hand side. This grey area represents your text of “Hello World”.

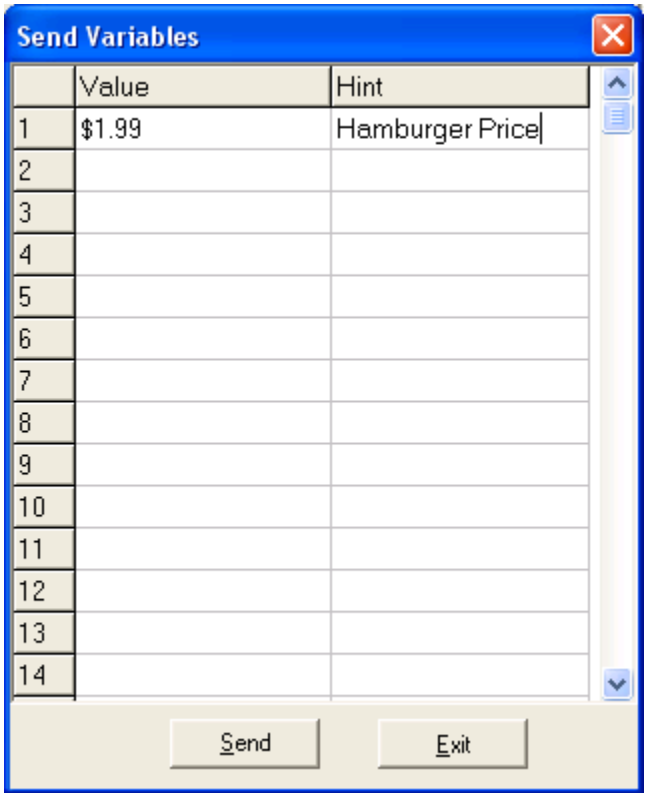
Note that in order to utilize this function, your text must not exceed the width of your sign.

Using Variables

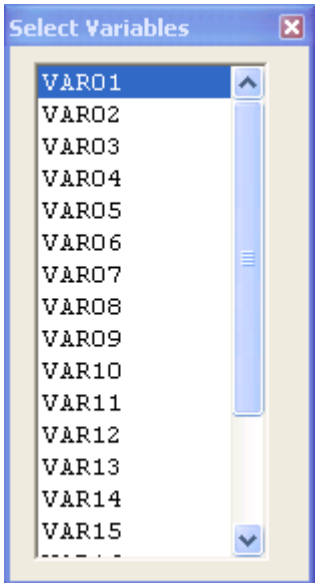
If you have a message below, Hamburger is a static text, but you want to change the price $1.99 to $2.35 sometime later. Then you can use the variables function.

To use variables,

1. Choose "Option" -> "Send Variables" from the main menu.
2. Write up to 20 different variable values and optional hint text below.



3. Click "Send" and then "Exit".
4. Create a static text message, for example, "Hamburger ".
5. Click toolbar icon and select a variable, e.x., VAR01, it will be added to the message in winedt.



For example, the message shows on the Winedt screen as:

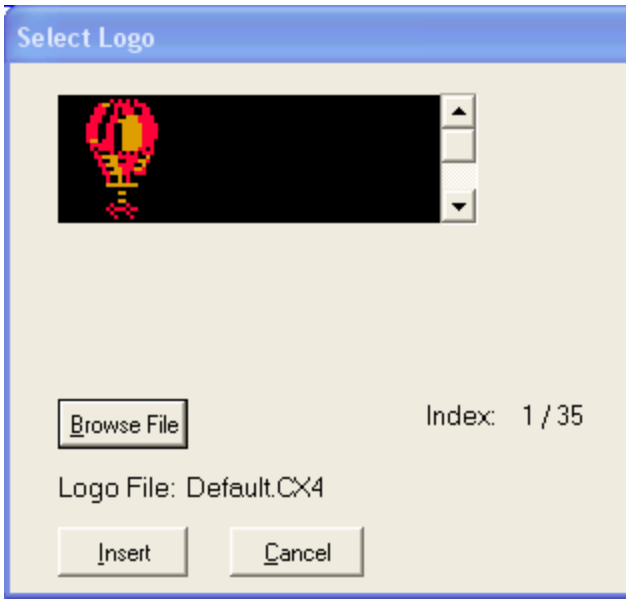
6. Choose "Run" - "Go to Sign" and the sign display will show message as below.

7. To change the variable value, Run step 1 through 3, but change the variable 1 value to $2.35 and run step 6 to send, then sign display will show

Using European Characters

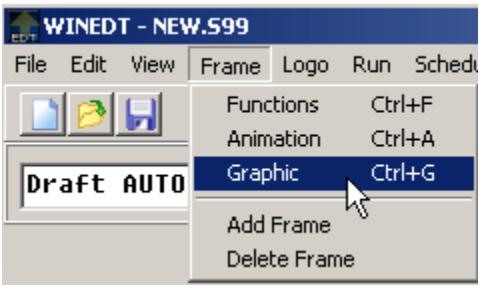
1. The European Characters button is located on Tool Bar. This Button let you choose from 48 different European characters.
2. For instance, click on the European Characters Button and a new window will appear displaying the 48 different characters.
3. Click on any of the characters once, then press Close. The character that you have chosen will now appear in the frame.

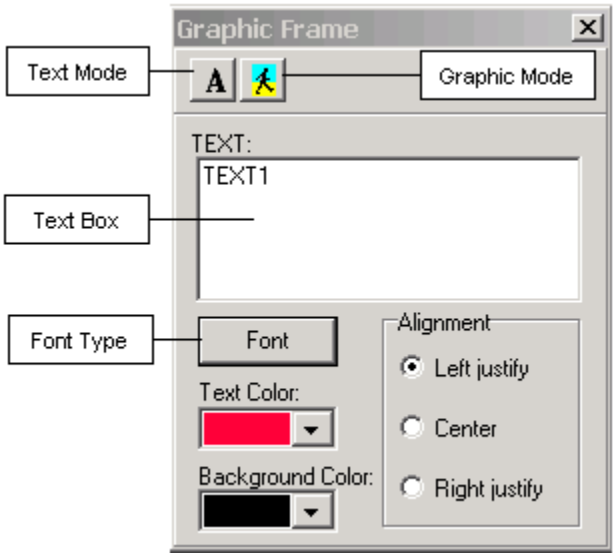
Creating Logo



1. You can show pictures in the middle of your text by using logos. First, click on "Logo" on Menu Bar. A new window titled "SELECT LOGO" will appear.
2. Left click on the "Choose File" button to choose your logo file. Once you have selected the logo file you wish to use, click on "Open" and you will be returned to the "SELECT LOGO" screen.
3. If there are more than one logos in the file that you have selected, you will be able to choose the logo image you want by using the scrollbar. A preview of the logo will be shown on the (logo preview). Once you have decided on the logo you want, left click on the "Insert" button to place the logo in the Black Frame.
4. If the logo is bigger than a line, you can increase the line Height.

Creating Graphics





If you need an exact placement for your text or graphics, or you want use one those really nice font that you have in your window system; you can use Graphic Frame.

Text Mode

1. Click on "Frame" on Menu Bar - "Graphic"
2. A window will appear titled "Graphic Frame".
3. To enter text in the Graphic Frame, click on "New Text" button . A text box will appear in the "Graphic Frame" window.
4. Type in any text in the textbox and whatever you type will appear in the black frame. For instance, if you type "HELLO" in the textbox of the graphic mode. "HELLO" will appear in the upper left hand corner of the Black Frame.
5. For different font face or size, just click on the "Font" button on the "Graphic Frame" window, and another screen will appear for you to select from various combinations of fonts and sizes.
6. After you have typed in your message, you can place the text box at a different position. Position your mouse cursor to the center of the "HELLO" text box. Left click and hold down the left mouse button while moving the mouse to position your "Text Object" at the desired location.
7. You can also stretch your text by left clicking the yellow square at the lower right hand corner of the "Text Object" and dragging the mouse around.
8. Another way to resize is to place your mouse cursor at the center of the "Text Object" and right click to bring up a menu where you can choose resize.
9. To create another text object, just click on the Text Object button again.
10. To select between different object, just click on the object desired on the black frame. For example, to select the CD on the Black Frame, just click on the CD. To select "HELLO" again, just click on the "HELLO". The selected object will have a blue border around it.
11. If you don't want a certain object and want to remove it. Just select the object and press "Delete" key on the keyboard, or you can right click on the selected object, and click "Remove".

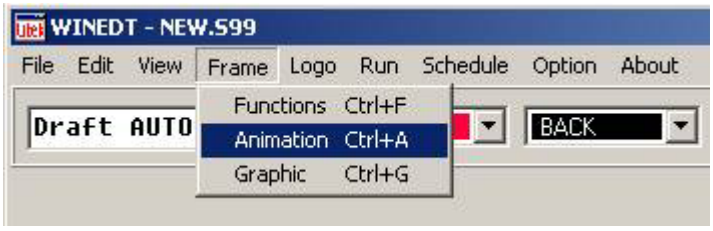
Graphic Mode

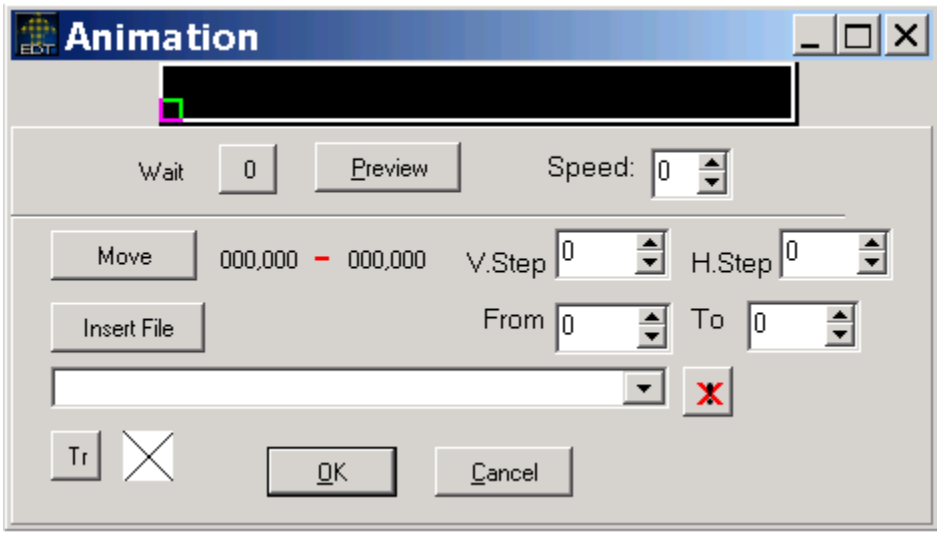
1. If you want to put some graphics with your text, click on the "New Logo" button, which will bring up a new window where you can choose your logo files.

Note: you can only insert .CX4 or .CX9 files created by winEDL.

2. Logo objects can be positioned, resized and removed in the same matter as text objects.

Creating animation





1. After you have created your animation sequence with EDL, you can import it to winEDT to display it on the sign.
2. You must use an empty frame. Click on "Frame" on "menu bar" and click on "Animation". A new screen will appear titled "Animation".
3. To import your animation, click on the "INSERT FILE" button and locate your .CX4 or .CX9 file. Your animation will be located in place indicated by a box on the (preview screen). To see how your animation would look like, just click on "Preview".
4. If you think the animation is too slow, you can increase the "SPEED"(1~10), 1 is slowest, 10 is fastest.
5. To position your animation, click on move and select a location on the Preview screen.
6. If you want your animation to move across the screen, like when you animate the wheels on a car but not the car, and you want the car to move across the screen. You can do so by clicking on move, then clicking on "MOVE". Left click on starting location on the "Preview screen", but *don't* let go of the mouse button. While holding down the left mouse button, move the mouse to the ending position and then let go of the mouse button.
7. Change the "V.STEP" and "H.STEP" to determine how fast the animation move across the screen. The higher the number, the faster the animation.
8. To remove an inserted animation file, click button.

Creating and Deleting Frames

The “New Frame” and the “Delete Frame” are both located on Tool Bar. The New Frame Button let you create an empty frame, while the Delete Frame removes the current selected frame.

Creating a New Message

If you are done with one message and want to create another one, go to "File" on Menu Bar and click on "New".

Merging File

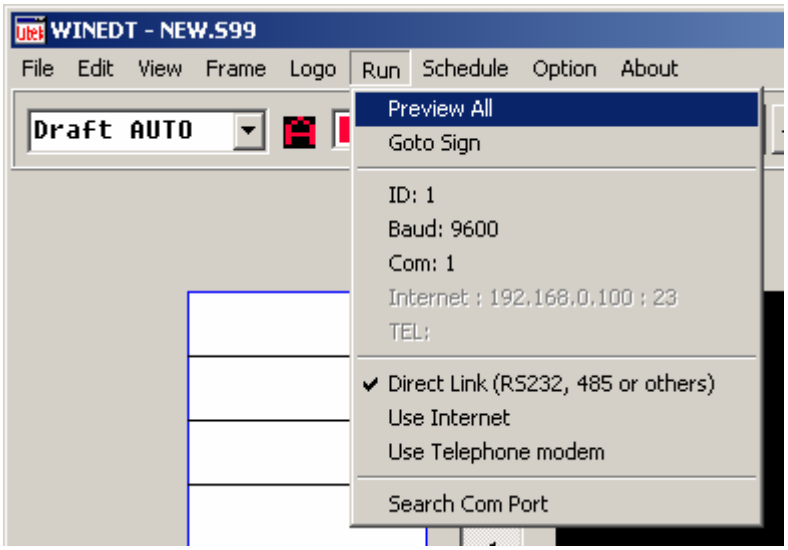
You can merge two .S99 files together. Go to “File” - “Merge” from the menu. Then the frames of added file will be appended to the current selected frame of the current opened file.

Importing Text File

You can import text from a text file to the frames.

1. Go to “File” - “Import Text File”.
2. Select a text file (.TXT) to be import from.
3. Each line of text will be placed on a separate text line in a message frame starting from the top line working its way down. When one message frame is filled, a new message frame will be automatically added until the entire imported file is being displayed. The point of insertion will take place directly below the currently selected message frame.
4. You can also click on the CANCEL button or press the <Esc> key to cancel this command without importing a text file.

Previewing Your Message



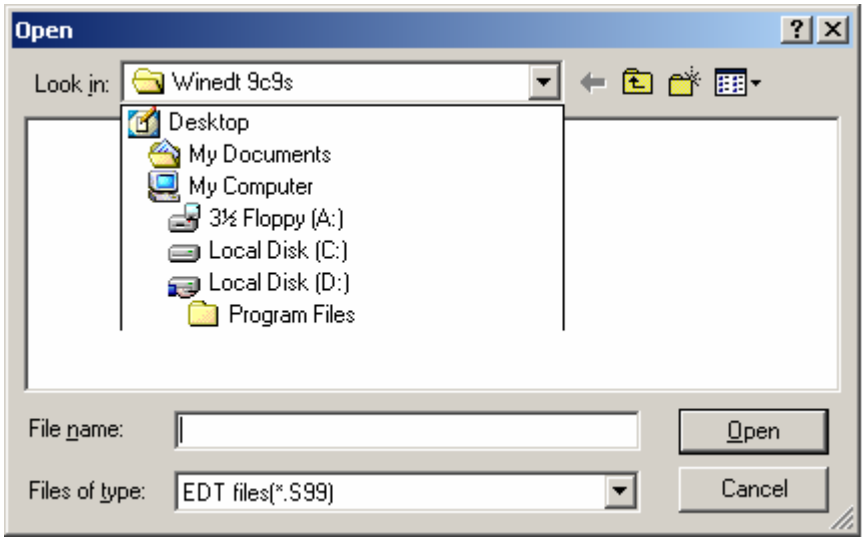
1. To Preview how the message looks like on the sign by frame individually, click on the button right on above the frame.
2. To preview the entire message, click on “Run” on the menu bar then click on “Preview All”

Sending a Message

After previewing the message, you may send the message to the sign. Follow the steps below,

1. Go to Setting communications and check if these settings are set correctly under **Run** menu before you send the message to the sign.
2. Click on "Run"
3. Choose the connection type, Direct Link, Use Internet or Use Modem.
4. Click on "Goto Sign" to send the message .
5. If send OK for sign ID number 1, a message box will show you “the transmission is successful for ID 1”.

Opening an existing Message



1. Click on “File” on Menu Bar, hen click on “Open”.
2. It might ask if you want to save your current message or not, save it as needed.
3. Locate the folder that you stored your message in.
4. Double click on the file you want to open.

Viewing Frame Inspector

Frame Inspector shows smaller frames of the actual frames shown on the right side of all frames. You can copy(or cut) and paste a frame to another or new frame or delete multiple frames.

To use frame inspector, Choose "View" from the menu and check "Frame Inspector".

To copy a frame in frame inspector, click on the source frame in frame inspector and click or use shortcut Ctrl+B.

To paste a frame, click on the frame which you want to append the copied frame, then click or use shortcut Ctrl+P.

To cut a frame, click on the frame to be cut and click or use shortcut Ctrl+T.

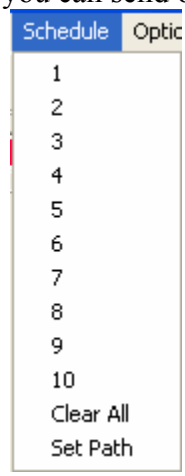
To delete a frame, click on the frame and click or use shortcut Ctrl+Del.

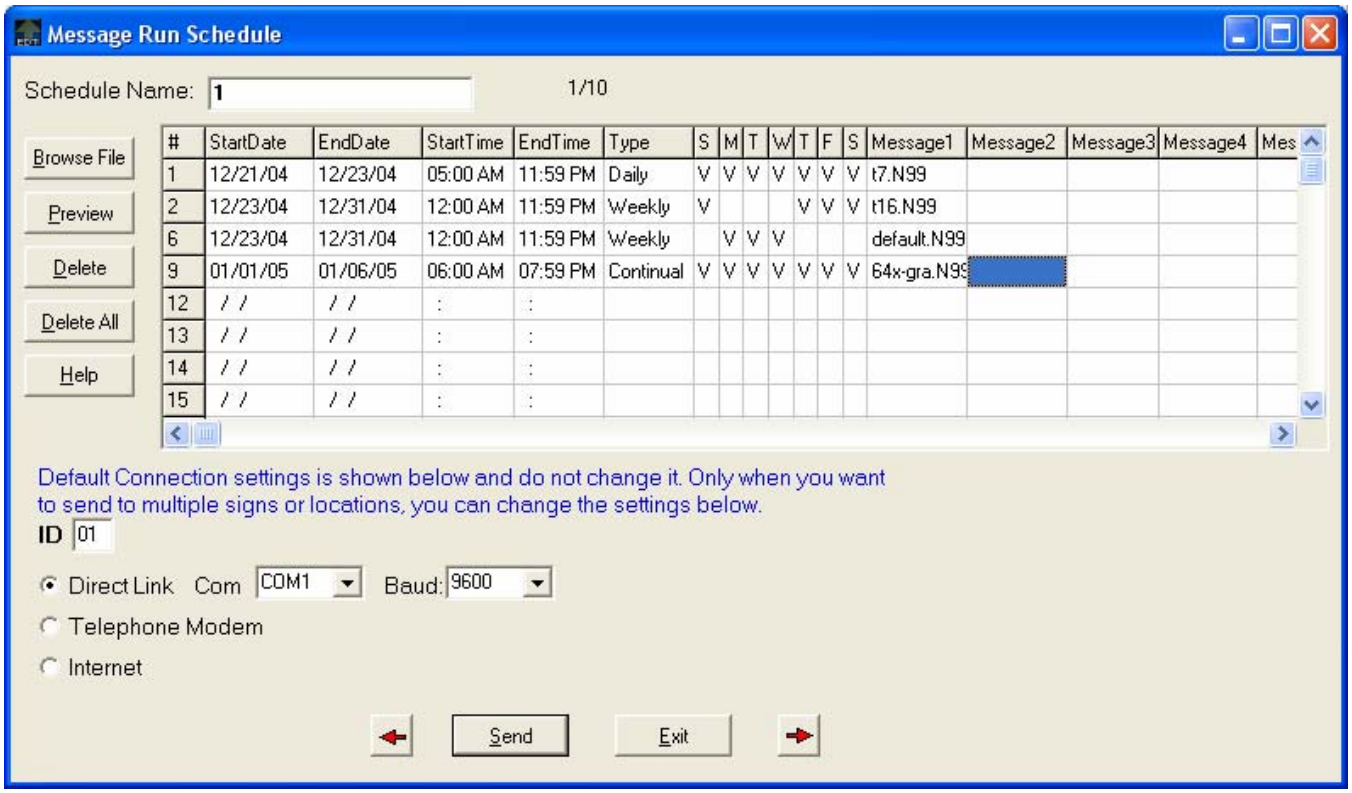
To delete multiple frames, Press "Ctrl" and select multiple frames. Then click or use shortcut Ctrl+Del.

To go up or down a frame, click up or down .
To disable frame inspector, choose "View" from the menu and uncheck "Frame Inspector".

Scheduling Messages

If you want your messages to appear at certain time, you want to use schedule. Go to “Schedule” - “1”. The submenus under “Schedule” from the main menu are schedule names, like “1”, “2”, to “10”. A schedule has a schedule name including 19 available time slots. There are up to 10 schedules to edit. But you can send one schedule at a time.




Message Run Schedule
Schedule Name: 1
1/10
Browse File
Preview
Delete
Delete All
Help
StartDate EndDate StartTime EndTime Type S M T W T F S Message1 Message2 Message3 Message4 Mes
1 12/21/04 12/23/04 05:00 AM 11:59 PM Daily V V V V V V V t7.N99
2 12/23/04 12/31/04 12:00 AM 11:59 PM Weekly V V V V t16.N99
6 12/23/04 12/31/04 12:00 AM 11:59 PM Weekly V V V default.N99
9 01/01/05 01/06/05 06:00 AM 07:59 PM Continual V V V V V V V 64x-gra.N9
12 / / / /
13 / / / /
14 / / / /
15 / / / /
Default Connection settings is shown below and do not change it. Only when you want to send to multiple signs or locations, you can change the settings below.
ID 01
Direct Link Com COM1 Baud: 9600
Telephone Modem
Internet
Send
Exit

To schedule messages, follow the steps below:

1. Choose “Schedule”- “1” (schedule name) from the menu.
2. Then a "MESSAGE RUN SCHEDULE" window will appear and you can start editing this schedule. Each schedule allows you to specify file, the time and date of when your messages will appear.
3. You can change the Schedule Name, for example, changing from “1” to “Week 1” and the sub-menu item “1” under “Schedule” will be updated to “Week 1”.
4. To add a message to a row (time slot), double click the row under “Message1” column, and add WinEDT .N99 file, for example, "DEFAULT.N99". You may schedule up to five messages to appear at the same time by adding files under “Message1” to “Message5” column. For example, if you have row 1 scheduled as Dec 16, 2004 from 12:00 AM to 11:59 PM. If you have "default.n99" on slot "Message1", and "36b-travel1.N99" on "Message2", your sign will now show one message following the next message in a cycle.
5. To preview a message, just select the file and press "Preview" button.
6. Select the type of schedule you want to run, from the sample schedules in the picture above, you can see three types:

    - **Daily**: “T7.N99” message will run non-24 hours from 5am to 11:59:59pm everyday on 12/21, 12/22, and 12/23.
    - **Continual**: “64x-gra.N99” message will run from 6am 1/1/2005 to 7:59:59pm 1/6/2005.
    - **Weekly**: “T16.N99” message will run from 12am to 11:59:59pm on every Thursday, Friday, Saturday and Sunday between 12/23 and 12/31. However, “Default.N99” message will run from 12am to 11:59:59pm on every Monday, Tuesday, Wednesday between 12/23 and 12/31.

    Select a type. For weekly schedule, at least one weekday (Sun, M, T, W, T, F, Sat) should be checked as “V”. For daily or continual schedule, ignore weekday fields.

7. **The first column "#" in gray background shows the number of accumulated schedules on the sign, not the number of rows.** The maximum number of available schedules on the sign is 19. From the sample schedules, you can see the more weekdays of weekly schedule you use, the less available schedule you can add. For a row with continual schedule, it occupies one, two or three schedules. For a row with daily schedule, it only occupies one schedule.
8. Now specify the date when your message will appear on the sign by entering the start and end date. The Date format is mm/dd/yy, e.x., 12/08/04 for Dec 8, 2004. You can enter the start date by clicking on the "StartDate" grid on the same line as your default.N99 in the (schedule panel). A down arrow will appear in that grid.

   Click on the down arrow, and a calendar will appear where you can select the date where your message will appear. Click elsewhere on the screen to close the calendar. Similarly, to specify the "EndDate", just click on the "EndDate" grid on the same line as the default.N99. A down arrow will appear in that grid. Click on the down arrow and choose the end date by clicking on the calendar that appears. To close the calendar, click on somewhere that is not part of the calendar.

   Note: The sign only runs one-year period schedule. Do not send more than one year period schedule. Follow all rules below when you edit schedules:

   1. **EndDate is later than a StartDate, but less than one year late. For example, if Start Date is 12/10/2004, then End Date is 12/9/2005 or earlier.**
   2. **Start Date or End Date cannot be one year later than the date of sending schedules. For example, if you want to send schedules on 12/15/2004, then you have to set Start Date and End Date which both are 12/14/2005 or earlier before sending.**
   3. **Delete old schedules before sending. For example, if you want to send schedules on 12/15/2004, delete schedules which have End Date as 12/14/2004 or earlier.**
9. Next, you must specify the "StartTime" and "EndTime" of your message. Click on the grid under "StartTime" on the same line as default.N99 in "Schedule panel". Highlight the hour portion by left clicking on it and use the up/down arrow on the keyboard to change the hour. Then highlight the minute portion and use the up/down arrow on the keyboard to change the minutes. Do the same with in the "EndTime" grid on the same line as default.N99 to specify the "EndTime".
10. You may also schedule different dates and different times under row 2 and more by scrolling down.

    Note: Make sure the slot that you don't need is all cleared before sending the schedule.

11. After finished editing schedules, you can send the schedule with this schedule name, such as "Week 1" to the sign, click on "SEND" button. Then these 19 time slots under this schedule name will be sent to the sign. A screen will appear saying "Waking Up Target Display".

    Note:

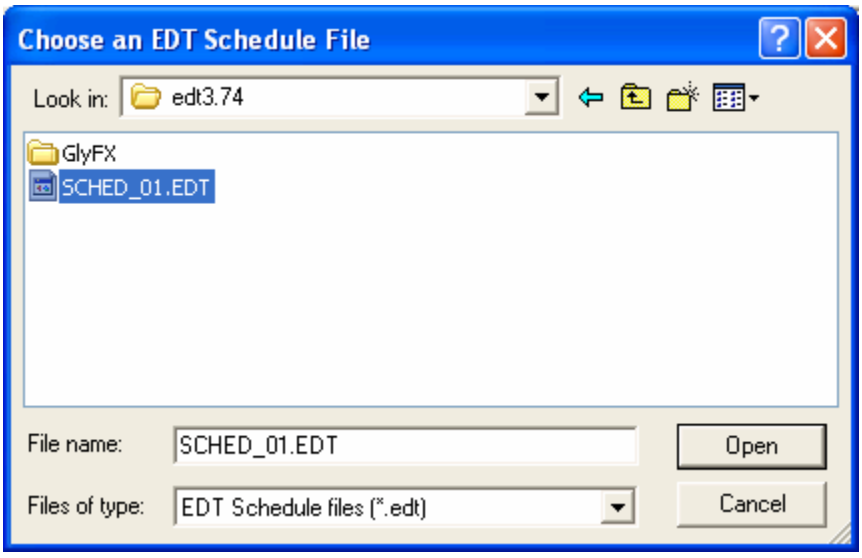
    a. **Do not tamper with the default settings of DIAL, BAUD, COM, or ID. It will be set up to match your sign.**
    b. **Every time you click "Send", the last sent schedules in the sign will be replaced by the new sent schedule. So make sure you don't need last sent schedule before clicking "Send" new schedule.**

c. **The out-of-date schedule date and time will not be sent to the sign to prevent from conflicting with the other valid schedule time and date.**

10. To add or change next schedule, like Schedule 2 or next week, click button. Then do steps 3 to 8. To send schedule for next 19 time slots in other schedule names, like “Week 2”, you have to make sure the sign are running out of the last sent schedule. Click “SEND” button under “Week 2” Schedule name.
11. To delete schedules:

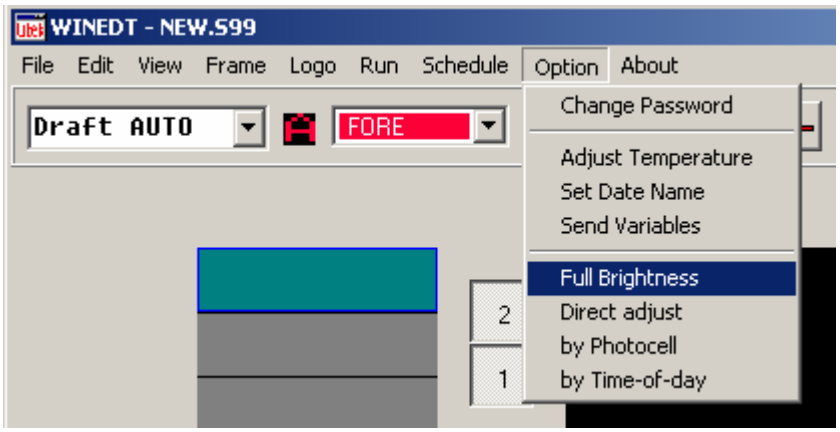
- To delete a file, click the file and click “Delete” button.
- To delete a row (time slot) in a schedule, you should have at most one file on the row before deleting the row. Click the row and "Delete".
- To clear all 19 rows (time slots) in a schedule, click "Delete All" button.
- To clear all 10 available schedules, choose "Schedule" - "Clear All" from the main menu

12. If you want to read, modify and send an EDT schedule file for this version of WinEDT located on any directory, choose “Schedule” – “Set Path” from the menu and a screen will appear for you to choose a file with extension “.EDT”, like “C:\edt3.74\Sched_01.edt”. Then click “Open”. Thus whenever you modify or send the schedules, these schedules will be saved to this file, “C:\edt3.74\Sched_01.edt”.



Note: To get help on editing or sending schedules, click “Help” button.

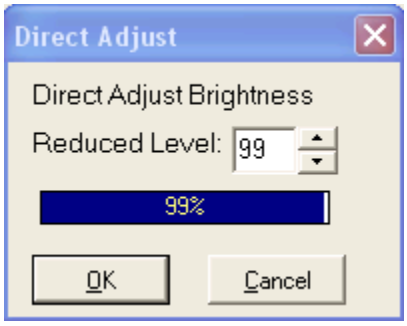
Changing Brightness of the sign



Setting Full Brightness

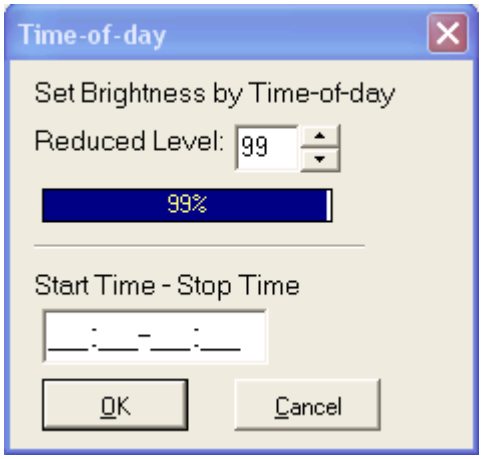
Go to "Option" - "Full Brightness". It will start sending the Full Brightness signal to the sign

Direct Adjust Brightness



You can do direct adjust brightness of the sign anytime you want. Set it to the level you want.
Go to "Option" - "Direct Adjust". Like 80% of the brightness.

Preset Brightness



You can adjust the brightness by the time of the day, like every night.
Go to "Option" - "By Time of Day". Set the Reduced level and a start and stop time, like 80%, 18:00-23:59.

Change Brightness by Photocell

If you have a photocell built in the sign display, this option will automatically set two brightness levels of the LED display with the display's built in photocell.

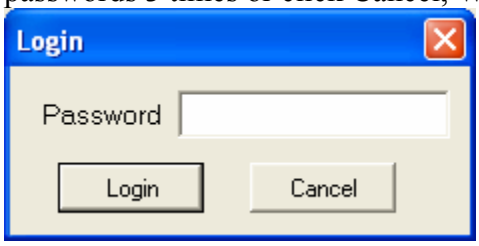
1. Go to “Option” - “by Photocell”
2. Change the brightness level from 1 to 100.
3. This new brightness level will take effect when the photocell senses dusk, and when dawn comes around, the display will return to full brightness again.

Login Password

Login password is to provide protection from unauthorized use of WinEDT program.
Default is disabled login password. You can set or change login password, go to “Option” – “Change Password” from the main menu. Then you will see a screen as below.

If you want to disable login password, leave these password fields empty and click OK.

If you want to set password, enter the new login password, and enter the same new password on the “Confirm Password” field. And Click OK. Then exit WinEDT and run WinEDT again, you will see a screen asking you to enter login password before starting to use WinEDT. If you type wrong login passwords 3 times or click Cancel, WinEDT program will be closed.



View Report

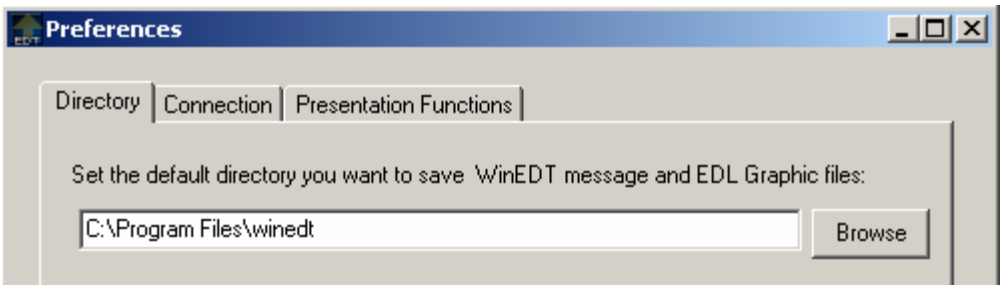
To view the send log report, go to menu “Options” – “View Report”.

Preferences

Go to menu “File” – “Preferences” to set some default preferences to run WinEDT.

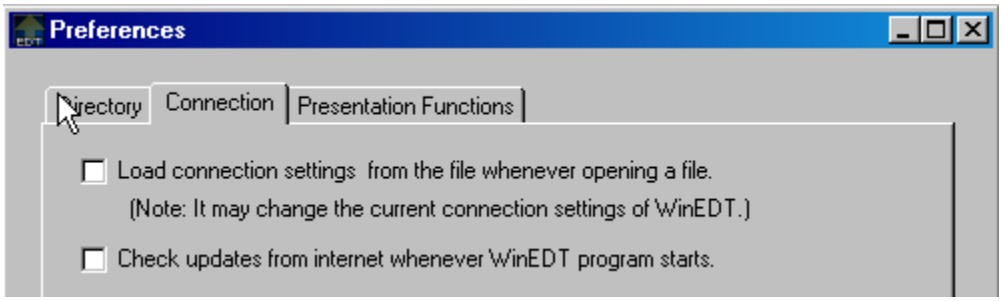
Directory

You can set the default directory to save EDT message(*.S99) and EDL graphic files.



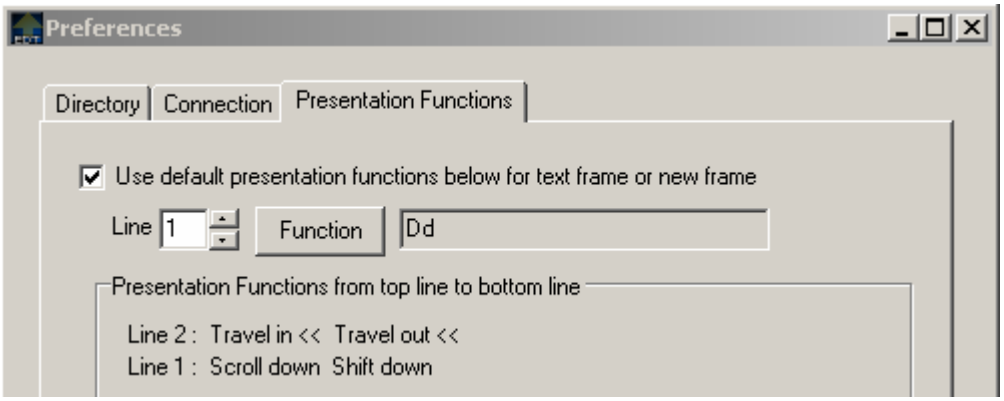
Connection

Whenever you open an EDT .S99 file, the connection settings saved within the file can be loaded to replace the current connection settings of WinEDT or not.
Whenever EDT program starts, automatically checking updates from internet can be enabled or disabled.


Preferences
Directory
Connection
Presentation Functions
Load connection settings from the file whenever opening a file.
(Note: It may change the current connection settings of WinEDT.)
Check updates from internet whenever WinEDT program starts.

Presentation Functions

You can set default presentation functions for text frames or new frames. Spin up or down to change the Line number and click “Function” button to select functions for each line. Line 1 is the bottom most line. The selected functions will be shown in the right of the function button and below it.

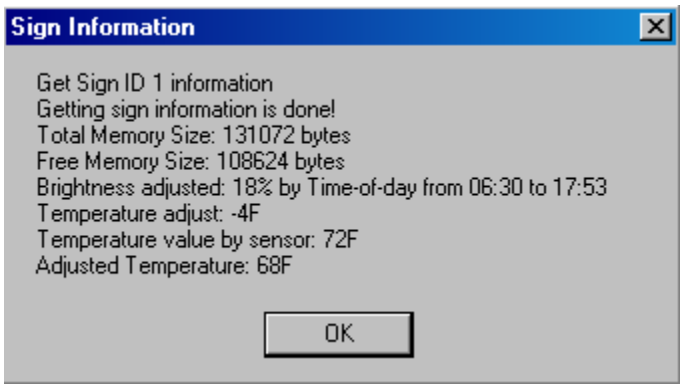

Preferences
Directory
Connection
Presentation Functions
Use default presentation functions below for text frame or new frame
Line 1
Function
Dd
Presentation Functions from top line to bottom line
Line 2 : Travel in << Travel out <<
Line 1 : Scroll down Shift down

Check Updates

To download updates from internet, go to menu “Help” – “Check Updates”. If you have the latest version of EDT, a message will tell you “No updates found on internet”. If EDT found updated version on server, it will download the file and please wait until it complete. Then it will start update automatically.

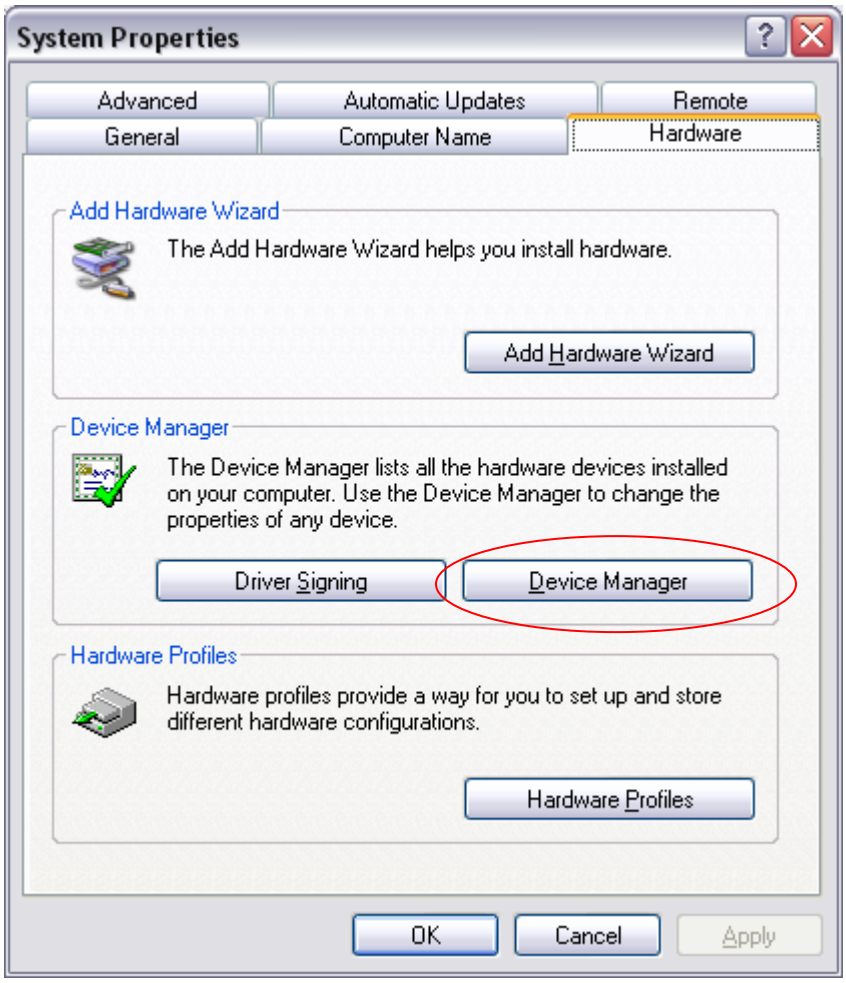
Get Sign Information

You can see Sign information such as memory, brightness mode, adjusted brightness value and current temperature value from sensor and temperature offset. Go to menu “Options” – “Get Sign Information”. Then information is shown in the screen below.

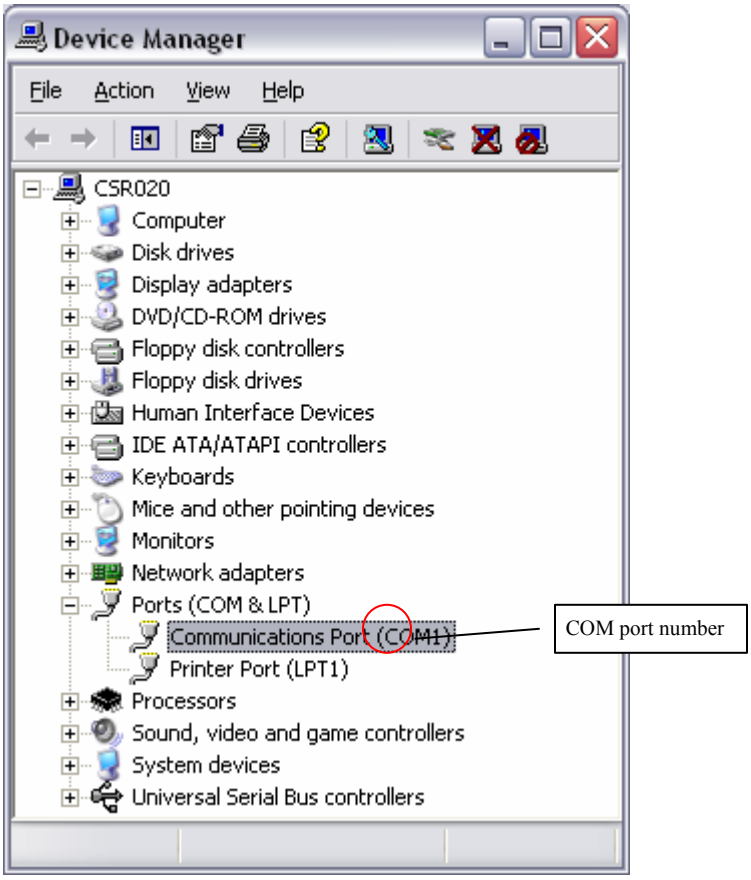

Sign Information
Get Sign ID 1 information
Getting sign information is done!
Total Memory Size: 131072 bytes
Free Memory Size: 108624 bytes
Brightness adjusted: 18% by Time-of-day from 06:30 to 17:53
Temperature adjust: -4F
Temperature value by sensor: 72F
Adjusted Temperature: 68F
OK

FAQ/Troubleshoot

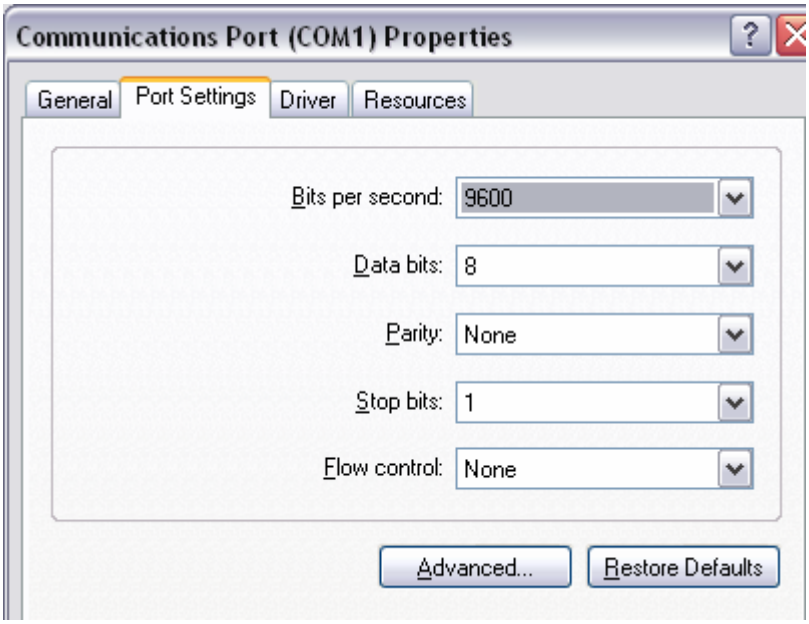
How to find a “Com” port



1. Go to “Start” – “Control Panel” – “System”
2. Click on the Tab where it says “Hardware”
3. Click on “Device Manager”
4. (Shortcut for window 2000 or XP user, right click on “My Computer” – “Manage”- “Device Manager”)

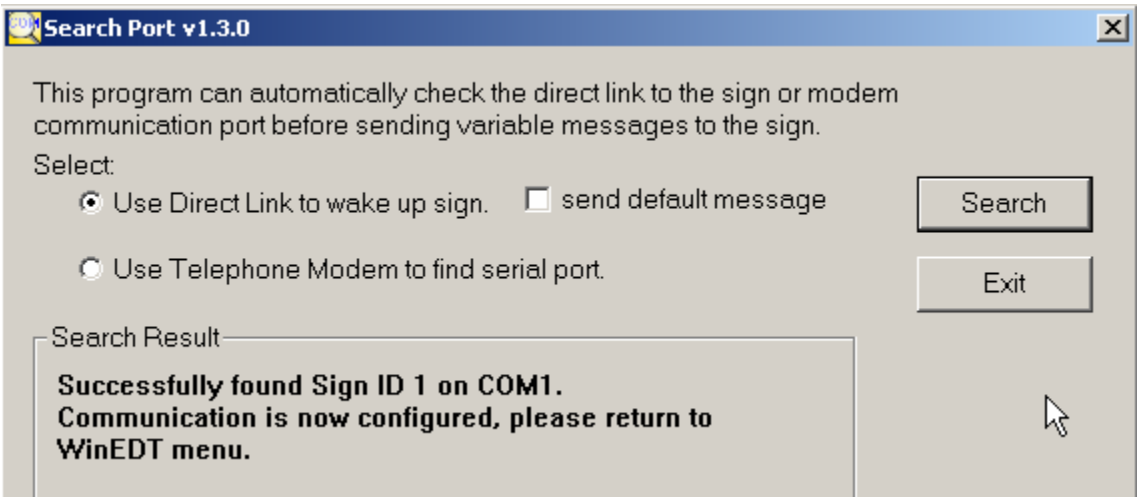


5. Click on the Plus sign on the left of “Ports (COM & LPT)”, it will expend the list
6. The number next to “COM” is the number we use for winEDT
7. If you have more than one communications port, just try all the number shown on the list in winEDT
8. Make sure no exclamation mark or red cross(X) on top of the communication port



9. Double click on the com port you are going to use for winEDT
10. At the general Tab, make sure it states the device is working properly and this device is enabled
11. On the second tab “Port Settings”, configure the setting shown on above

You can also use "Search Port" tool to find com port. Choose "Run" - "Search Com Port" from menu. In the "Search Port" box, Select "Use Direct Link to wake up sign” with optional sending default message, and click "Search". If the connection is ok, the winedt will be automatically configured and the sign will display "WELCOME" default message or original displaying message.


Search Port v1.3.0
This program can automatically check the direct link to the sign or modem communication port before sending variable messages to the sign.
Select:
Use Direct Link to wake up sign.
send default message
Use Telephone Modem to find serial port.
Search
Exit
Search Result
Successfully found Sign ID 1 on COM1.
Communication is now configured, please return to WinEDT menu.

How to find a telephone modem

If you don't know which com port the telephone modem is connected to, choose "Run" - "Search Com Port" from the main menu. In the above figure, Select "Use Modem" and click "Search". The Search result will show the found com port to which modem was connected and will be set up automatically in winedt or not found.

Cannot wake up target displays

1. Please check if the sign is turned on.
2. All cables are connected properly (no pin are banned), try un-plugging and re-plugging them back.
3. Restart the Sign.
4. Check the com port setting.
5. Create a new message with just one line message "Test 123" and "goto sign" again.

USB to serial converter (win error code 6)

If you don't have any available serial port on your computer, then you will have to buy a USB to serial converter from us. If you get it off the shelf from an electronic store, we cannot provide support. After you plug it on your computer with the serial cable, you will have to install the driver that comes with the package on a floppy disk, and then look for the com port.

Last sent message

Last message sent by "Go to sign" is saved as "TEMPSAV.S99" in the program directory. You can open this file to restore last sent message.

Contact Dealer

Contact your authorized dealer for help.